

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- 1 1. (Previously Presented) A method of sending an electronic message from
2 within a game application to an intended recipient over a network, comprising:
3 receiving a user input selecting an image generated by the game application;
4 generating a message form from within the game application for receiving
5 message information;
6 combining the selected image and the message information into a composite
7 message; and
8 sending the composite message from within the game application to the intended
9 recipient over the network.
- 1 2. (Original) The method of claim 1 wherein message information further
2 comprises address information for the recipient.
- 1 3. (Original) The method of claim 1 wherein message information further
2 comprises message text to be transmitted to the recipient.
- 1 4. (Original) The method of claim 1 further comprising:
2 receiving an address specifying a recipient of the message; and
3 attaching the address to the composite message; and wherein sending comprises
4 sending the composite message to the specified address.
- 1 5. (Original) The method of claim 1 further comprising:
2 receiving a generate message command; and

3 responsive to receiving the generate message command, pausing execution of the
4 application.

1 6. (Original) The method of claim 5 further comprising:
2 responsive to a message containing the image being transmitted, resuming
3 execution of the application.

1 7. (Original) The method of claim 1 further comprising:
2 sending a message containing recipient and sender data to a predetermined
3 recipient to allow the predetermined recipient to identify potential users of the application.

1 8. (Canceled)

1 9. (Previously Presented) A method of capturing a gaming experience of a
2 currently executing game application for transmission as a message to a remote recipient:
3 capturing a user selected multimedia information generated as part of the gaming
4 experience;
5 receiving text to accompany the multimedia information;
6 creating a composite message using the captured multimedia information and the
7 received text; and
8 sending the composite message from within the game application to a recipient at
9 a remote location.

1 10. (Original) The method of claim 9 wherein capturing user selected
2 multimedia information comprises
3 capturing an image currently being displayed by the application.

1 11. (Original) The method of claim 9 wherein capturing the user selected
2 multimedia information comprises:
3 retrieving an audio file linked to the application.

1 12. (Previously Presented) The method of claim 10 wherein capturing an
2 image further comprises:

removing extraneous information from the currently displayed image.

13. (Previously Presented) The method of claim 10 wherein capturing an image further comprises:

scaling the currently displayed image to a smaller size.

14. (Original) The method of claim 9 wherein sending the composite message comprises:

compressing the multimedia information.

15. (Original) The method of claim 14 wherein sending further comprises: converting the composite message into a format compatible with an electronic messaging protocol.

16. (Original) The method of claim 9 further comprising: pausing execution of the application responsive to receiving a selection of multimedia information.

17. (Original) The method of claim 16 further comprising: resuming execution of the application responsive to sending the composite message.

18. (Original) The method of claim 9 further comprising: displaying a notification to the sender that the sent message has been received.

19. (Previously Presented) A computer readable medium for sending an electronic message from within a game application to an intended recipient over a network, the computer readable medium storing instructions for causing a processor to:

receive a user input selecting an image displayed by the game application;

generate a message form from within the game application for receiving message information;

combine the selected image and the message information into a composite message; and

9 send the composite message from within the game application to the intended
10 recipient over the network.

1 20. (Original) The computer readable medium of claim 19 storing instructions
2 that further cause the processor to:
3 pause execution of the application responsive to receiving a generate message
4 command; and
5 responsive to a message containing the image being transmitted, resume
6 execution of the application.

1 21. (Previously Presented) The computer readable medium of claim 18
2 wherein the instructions to receive user input selecting an image further cause the processor to:
3 remove extraneous information from the displayed image.